

Storybook

IMMORTAL SOULS

My name is Marcus, High Cleric of the Divine Aneres, Prior of the Monastery of Heavenshine, and the last living witness of what happened...

And it is I, the Chronicler, who alone can tell thee of this Saga.
Let me tell you of the days of high adventure!

It all began when I was a young, humble adept of Claudius the Great. I remember, exactly, the very moment when Evil began slithering into our lands, because the sky turned black, and the moon was red as blood. Six hundred and sixty-six days after this dark omen, a strange illness took the life of King Rastan, while his son Rygar, the sole legitimate heir to the throne, mysteriously disappeared.

The burden of rule was temporarily bestowed upon Count Dalv, the ever-faithful Hand of the King. Born before His Majesty, he trained from childhood to become the most valiant Knight of the Dragon Order. The count began his rule wisely, but his efforts were in vain, as dark mists crawled over our lands. Evil began its deadly dance of disappearances, killings, and sudden attacks by dark creatures that had been confined to shadows for centuries before.

The Champions who once terrorized this Evil now fell, one by one, killed... or corrupted... by the ominous darkness. And then, high cleric Claudius, my master, decided in *Extrema Ratio* to sacrifice the most ancient relic of our kingdom in an appeal to the three Gods:

Aneres, Enomls, and Mir.

He summoned the souls of the most vallant heroes ever to walk upon this hallowed ground. The powerful spell conjured a lightning bolt that streaked high across the sky, but while the ceremony was in progress, screams from the city warned us of the gremlins' attack...



1. HAIL, STRANGER

This manual gives detailed instructions on how to set up the quests of this **Sword & Sorcery (S&S)** game set.

Each quest can be played as a standalone game by using the starting values or as a part of the entire story in a unique and legendary campaign.

In campaign mode, the suggested mode of play, every achievement modifies the development of future quests, creating a deeper and more immersive experience in the **Sword & Sorcery** storyline.

1.1 Book of Secrets

The **Book of Secrets** contains all the quest dialogs and **Story Events** of **Sword & Sorcery**, each one indicated by a unique **Paragraph number (\$)**. During the game, keep this manual near to you and be ready to discover the darkest and most dangerous secrets you have ever faced!

Note: To avoid spoiling the mood of the game, we strongly suggest this guideline:

- ♦ The active player should read from the **Book of Secrets** aloud, taking care not to read upcoming **Paragraphs** until they have been triggered.

2. QUEST SETUP







This section explains the structure of a **S&S** quest and how to use the information to set up the game.

Each quest is identified by the **ACT** number, which indicates the era of the heroes' saga in which the quest is set; by the quest number, and the title.

Note: The **ACT** number may be used by some game effects.

2.1 Keywords & Icons

The following keywords and icons are commonly used to reference an object (a card, figure, or token) during quests, either during setup or the game:

- ♦ **Discard or Remove from play**, means placing the object in the corresponding discard pile; it can be used again during the quest.
- ♦ **Remove from Quest**, means placing the object in the gamebox; it is no longer used during the quest.
- ♦  and , the  indicates the corresponding object must be kept aside until brought into play during the quest due to a quest effect with the flipped icon . **Keep in mind**,  objects are considered not a part of the game at the start of the quest.
- ♦ Once recalled by the  icon, these objects become part of the game, so they may be reshuffled into the corresponding pile or deck when needed.

2.2 Introduction

This section describes the initial quest background and character dialogs. The **bold text** represents the focal points of the quest.

2.3 Enemies

Indicates all starting enemies involved in the quest. Some may start in play while some may spawn later. Additional enemies may join the fight due to an event or special effect. In these cases, the relevant scrolls and cards must be taken from the gamebox.

Note: Since two copies of the same enemy (by name and color rank) exists, they are uniquely identified by 1 or 2 Wax Sigils near the name. Each time the game requires setting up the deck using only one copy, "without specifying which one," choose randomly.

Enemy scrolls can be placed in the game area accessible to all players, while enemy cards must be set up according to the following instructions.

2.3.1 Enemy Deck

Add all the enemy cards indicated and shuffle them face down to create the deck. The relative figure for each card is placed in play when the appropriate card is drawn.

2.3.2 Enemies In Play

Indicates which enemy figures must be placed on the map at the beginning of the quest. The relevant enemy cards must be selected from the enemy deck by drawing and discarding cards until all matching enemies are drawn and then assigned to the players according to the "Enemy Assignment" rules (see section 15.6, page 46 of the rulebook).

When finished, shuffle the remaining cards of the Enemy deck.

2.4 Encounter Deck

Unless specified, all Encounter cards are shuffled together to create the deck.


2.5 Event Cards

Event cards are mainly used in 3 ways during a quest:

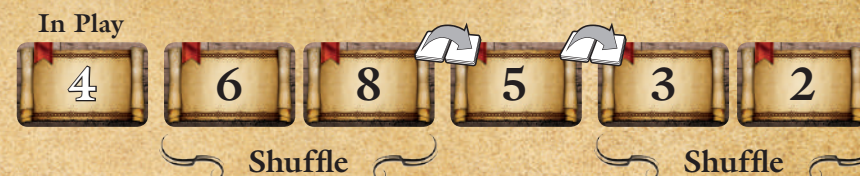
- ◆ Shuffled in the Event deck
- ◆ Active from the beginning (in play)
- ◆ Placed on map

2.5.1 Event Deck

Describes how to create the Event deck. This is done by shuffling and/or adding cards to several separate stacks prior to creating the final deck. Creating the Event deck this way permits a particular Event card to be drawn in the appropriate round. **All Event cards in the deck must be face down.**


The  icon indicates the left group of cards must be placed on top of the right group of cards.

This example shows how to perform the Event deck setup:




- ◆ Event 4 is in play, it is treated as detailed in the next section.
- ◆ Create small stack (A) shuffling events: 6 and 8.
- ◆ Create small stack (B) taking event 5.
- ◆ Create small stack (C) shuffling events: 3 and 2.
- ◆ Place stack A on top of stack B.
- ◆ Place the new stack (A+B) on top of stack C.
- ◆ The Event deck (A+B+C) is now completed.

2.5.2 Event In Play

Details which event card must be brought in play  during setup. The event "in Play" must be resolved at the beginning of the Quest, before the first hero starts his turn.

Note: Event 4 (**Day**) or 5 (**Night**) must be placed beside the **Event deck** once revealed. Any other event card must be revealed and placed on top of the Event deck (it will be the first event card to discard during the first Event Phase).

2.5.3 Events On Map

Indicates which Event cards must become part of the game  and placed on the map during setup. Cards can be placed face down or face up, based on the quest. In either case, when a Hero reaches one of these cards, he reveals it as a special activity, interrupting any other activity or game time. After event resolution, the game resumes from where it was interrupted.

2.6 Special Quest Rules

This section contains any special rules applying to the current quest **ONLY**.

These rules supersede normal game rules.

2.7 Special Locations

This section indicates special areas on the map where **Story Events** or **Waypoints** are placed before the quest begins.

2.8 Quest Fail

This section provides the fail condition for the quest. When this condition is met, the quest ends immediately as a **Fail** and the active player must read the relative paragraph in the **Book of Secrets**.

Note: unless explicitly stated, if all heroes are ghost souls at any one time, the quest fails immediately. For additional details, see section 4.4, page 16 of the Rulebook.

2.9 Quest Setup

This section contains all visual instructions to build the map, using the designated map tiles, walls, and tokens. The following legend details the most common quest tokens and elements and how to manage them:



Begin

Represents the starting area(s) for the heroes. In case of multiple areas, each hero may choose.



Story Event

Story Events are usually major points for the flow of the story. Many **Quests** require placement of these Event cards (front side up) on the map.

Each **Story Event** is associated with a **Paragraph** in the **Book of Secrets**. When any hero moves over a **Story Event** or when it is drawn from the Event deck, the active player must immediately pause any game activity and read the relative §. Once done, the game is resumed.



Location

Indicates the area to be used for a particular effect or where to place a game card/token during the quest. Until that moment, the area has no particular effects.



Door



Locked Door

Place the matching door token where indicated.

Green indicates a normal Door.

Blue indicates a Locked Door.



Chest

Take all the available Chest tokens from the box, shuffle them face down and randomly place one in the indicated area.



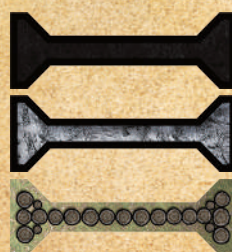
Magic Lock



Magic Key

Place the Magic Lock token on the map near the associated Door or Chest.

It can be removed only by a hero carrying the Magic Key token or when dictated by the game.



Wall

Once placed, it follows the same rules for standard walls unless otherwise noted.



Search Areas

Take all available Search tokens from the box, shuffle them face down and randomly place one in the indicated area.



Waypoints

Waypoints are usually minor points for the flow of the story. Many **Quests** require placement on the map, either face up when the number is visible or face down (hidden) to randomize the effect and/or position. Just like **Story Events**, each **Waypoint** is associated a Paragraph in the **Book of Secrets**.

When any hero moves over a Waypoint, the active player must immediately pause any game activity and read the relative §. Once finished, the game is resumed.



Shadow

Each Shadow token must be randomly picked from the Shadow Reserve (see Rulebook section 15.4, page 45) and placed face down on the map. Numbers 2+ and 4+ indicate the minimum number of heroes required to place the token. Usually, more heroes mean more shadows in play.

Opened

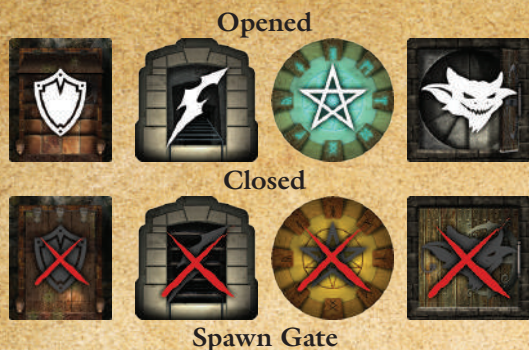


Closed



Shrine

Shrines can be placed as opened (face up), where heroes can resurrect, or closed (face down), meaning inactive until the quest rules open it.



Each **Spawn gates** can be placed as opened (face up), where enemies can spawn when the die result indicates it, or closed (face down), meaning inactive until the quest rules opens it.

2.10 Map Tiles

Map tiles are printed on two sides and may be combined in many different ways. Keep the side and the orientation of the tiles as indicated.

If a scenario shows some map tiles as separate from the others, they represent areas that can only be accessed using the scenario's special rules.

2.11 Shadows Reserve

The reserve is the pool from which shadows are taken for the quest. It is created by shuffling the indicated number of shadow tokens for each type. The number of shadows to build up the reserve depends on the number of heroes, "2-3" or "4-5." More heroes require more shadows in the reserve.

Note: The reserve usually contains more tokens than required for the setup of the quest.

2.12 Book Of Secrets

This section lists the Book of Secrets relative paragraph of each Story Event and Waypoint involved in the quest.

Note: Some **Story Events** and **Waypoints** may not be in play from at beginning of the quest.

2.12.1 Soul Nature Choice

If a **Book of Secrets** paragraph contains a **Soul Nature Choice**, when resolving it, the active hero must decide its behavior based on the following:

He can choose only the behavior belonging to the same or adjacent soul nature:

Law - **Neutral** - **Chaos**

This means a **Law** hero can decide to apply the **Law** or **Neutral** section.

Likewise, a **Chaos** hero must decide between **Chaos** or **Neutral** section.

A **Neutral** hero is always free to choose the preferred section behavior.

In any case, the choice must be made based on the text detailed **INSIDE** the table, before continuing to read the relevant paragraph.

Note: By enabling the **Soul Storm** optional rule (see section 5.1.1, page 19 of the Rulebook), the active hero may choose any decision during the **Soul Nature Choice**, without soul nature limitations.

2.13 Ending A Quest

The quest objectives are usually driven by **Story Events**, meaning heroes must discover how to achieve their objective by following the plot of the quest. **Only the initial fail condition is well-known.**

A quest may have multiple victory and fail conditions leading to different quests and offering different rewards, all of them described in the **Book of Secrets** paragraphs.

When the reward is designated for a particular fighting style, it can be collected only if there is a matching hero in the party.

Note: In case of victory, all Loot tokens, Treasure and any other Item card, and Crowns on the ground within the base movement range of each surviving hero are automatically gained up to the maximum Item capacity of each hero. Players must select what is left behind, if they lack capacity to carry all items.



3. PLAYING STANDALONE QUESTS

If you want to play (or replay!) a quest in stand-alone mode, each player selects one or more heroes and prepares them using the information listed in the relative quest's section.

For example:

Standalone Quest Values

Soul Points: 2 Crowns: 50 Treasures: 1 Soul Weapons: 0

- ◆ Soul Points indicates the starting amount of Soul Points per hero. This amount is shared and can be spent between all heroes (before the quest begins, following the standard rules). Hero Powers must be chosen according to the acquired **Soulrank**.
- ◆ Crowns indicates the starting amount of crowns of the party.
- ◆ The last two values indicate how many Treasure and Soul Weapon cards the party must draw before the quest begins. No power can alter the drawn cards.

Except for **Quest 1**, heroes may visit the **Emporium** to acquire and exchange items as the last step before the quest begins, even when the quest explicitly prohibits it.

Note: It is suggested (but not mandatory) to assign the acquired item cards equally between heroes.

4. PLAYING S&S CAMPAIGN


Campaign mode in **Sword & Sorcery** allows you to enjoy the full game experience. Players choose their heroes, specializing as they gain **Soulranks**, and watching them become more powerful, quest after quest.

Heroes must choose their powers wisely, because once chosen, except in case of death, the only way to change them is with the **Wizardry Tower** card (available in the **ACT II** expansion) when visiting the **Emporium**.

Unless differently noted in the Quest Special Rules, heroes can visit the **Emporium** before each Quest.

Every item, power, characteristic, crown, and soul point in the heroes' possession at the end of a quest will be carried on to the next quest, unless a game effect forces the owner to discard it (for example, a hero ending the quest in **Ghost Soul Form**).

Between any quest, any player may choose a different hero, if desired. The newly chosen hero enters the adventure with any card available in the **Stash** and with the **Soulrank** from his last quest.

Each hero starts the quest resurrected (at no cost, if the previous quest ended with the hero in ghost soul form), with full health, discarding any body conditions and recharging 1  to all artifacts.

In case of a failed quest, players can decide between these two options for the next play:

- ◆ All heroes keep their current **Soulrank**, items, powers, characteristics, crowns, and soul points possessed at the end of a quest, excluding the discarded ones.
- ◆ All heroes return to the original state exactly as they started the failed quest for the first time. This means, discard all the **Soulrank**, items, powers, characteristics, crowns, and soul points acquired during the failed quest.

To keep track of **Soulrank** advancements and acquired items and crowns gained in a campaign, use the mobile App {iOS/Android} or the printable material, both downloadable from the **Sword & Sorcery** website:

<http://www.sword-and-sorcery.com>

To store the cards of each hero ready for your next session, organize them by creating several piles of cards, each related to a hero with all his items & powers cards and with the hero card on top. Once done, stack all the hero piles together and store them with the Crown and Soul Point tokens owned.

4.1 Soulranks Rules For Act I

The maximum **Soulrank** limit for **ACT I** is **IV**.

No hero can go beyond it. Once all heroes have reached this limit, additional soul points can be spent in any way, except to enhance the **Soulrank** over the limit.





5. LEVEL OF DIFFICULTY

Sword & Sorcery may be played with different “settings”. The desired level of difficulty may be reached by enabling and combining the following optional rules:

To make the game easier:

- ♦ **Squire:** When a hero dies, he becomes a **Ghost Soul** as usual, but without losing the current **Soulrank**.
- ♦ **Tornado of Souls:** Each defeated enemy grants +1  to the heroes.

To make the game harder:

- ♦ **Legendary:** When building the Shadow Reserve, replace the desired number of standard Enemy Shadows with Champion  Enemy Shadows.
- ♦ **Highlander:** Ghost Soul heroes cannot resurrect using Shrines. They can only resurrect at the beginning of each quest or using items or powers.
- ♦ **Empowered Enemies:** Each enemy enters play with an additional .

THE LEGEND BEGINS...



ACT I - QUEST I

Prologue

INTRODUCTION

In the middle of the night, a mystical event recalls the souls of the ancient Heroes to the lands of Talon's Coast. Their eyes still see the world as ethereal, veiled with a white mist. An invisible force leads the Heroes to a specific point, a city not far from the Heavenshine monastery, their current location. Still shaken and weak following the resurrection ritual, they start the journey when the voice of the High Cleric echoes in their minds. *"All praises to the Three Gods for this! The Spell succeeded! Quickly, come closer to the altar, gather the weapons I left, and reach the main aisle in our Cathedral! (Story Event 2) We are in peril!"*

Standalone Quest Values

Soul Points: 0

Crowns: 0

Treasures: 0

Soul Weapons: 0

Enemy Deck



2



2

Event Deck



Event In Play: The quest begins with Event card 5 in play.

Special Locations

Place Story Event 1 and Story Event 2 as indicated on the map.

Shuffle Waypoint 3 and Waypoint 4 and place them face down in location A and location B.

Special Quest Rules

Emporium: Heroes cannot visit the Emporium before this quest.

Day (Event 4): No additional effects.

Night (Event 5): During the Night, each attack performed by the heroes causes -1 .

Quest Fail: The quest fails if the last Event card is discarded OR all heroes are Ghost Souls, see Paragraph §1.13.

Quest Setup

Map Tiles: 1A, 2A, 5A, 8B, 9A, 11A, 15A, 17A.



Tokens



1x Open
Spawn Gate



1x Closed
Spawn Gate



1x Search
Area



1x Chest



2x Normal
Door



1x Locked
Door



1x Open Shrine



1x Closed Shrine



5x Shadow



3x Shadow



4x Waypoint (1,2,3,4)



2x Story Event (1,2)

Shadow Reserve

| Heroes |  |  |  |
|--------|---|---|---|
| | Citizen | Enemy | 2 Enemies |
| 2-3 | 1 | 4 | 1 |
| 4-5 | 1 | 6 | 2 |

Book of Secrets

| Story Events | \$ | Waypoints | \$ |
|---------------|-----|------------|------|
| Story Event 1 | 1.1 | Waypoint 1 | 1.3 |
| Story Event 2 | 1.2 | Waypoint 2 | 1.11 |
| | | Waypoint 3 | 1.4 |
| | | Waypoint 4 | 1.5 |

ACT I - QUEST II

A Menaced Kingdom

INTRODUCTION

The morning after the attack, Marcus directs the party to the leader of the City Guard, a charming lady named Ann, to investigate last night's events.

The heroes cannot help but notice that they are under scrutiny by the entire city, who eye them hopefully, but warily. Captain Ann is no exception. *"And so, you are our... saviors? I bear no prejudice upon you, and I hope the prophecy of the High Cleric comes true, but right now I have a city to rebuild, and hundreds of wounded or missing people to attend. Do you have any questions?"* see Paragraph §2.1

Standalone Quest Values

Soul Points: 2xHero

Crowns: 50

Treasures: 2

Soul Weapons: 0

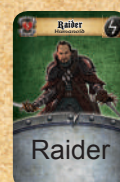
Enemy Deck



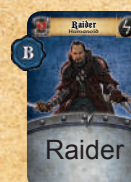
2



2



2



1

Event Deck



Special Locations

Place Story Event 1 , Story Event 2 and Story Event 3 as indicated on the map.

Special Quest Rules

Day (Event 4): When it enters play, all heroes heal 1 HP.

Night (Event 5): No additional effects.

Quest Fail: The quest fails if the last Event card is resolved OR all heroes are Ghost Souls, see Paragraph §2.22.

Quest Setup

Map Tiles: 3A, 5A, 6A, 7B, 10A, 11B, 12B, 13A, 15B, 16A, 18B.

Wall Tiles: 18B.



Tokens



1x Open
Spawn Gate



1x Closed
Spawn Gate



1x Closed
Spawn Gate



1x Closed
Spawn Gate



3x Search
Area



1x Chest



3x Locked
Door



1x Closed
Shrine



3x Shadow



4x Shadow



3x Waypoint (1,2,3)



3x Story Event (1,2,3)

Shadow Reserve

| Heroes | Citizen | Enemy | 2 Enemies |
|--------|---------|-------|-----------|
| 2-3 | 1 | 2 | 1 |
| 4-5 | 1 | 5 | 2 |

Book of Secrets

| Story Events | \$ | Waypoints | \$ |
|---------------|------|------------|------|
| Story Event 1 | 2.7 | Waypoint 1 | 2.17 |
| Story Event 2 | 2.19 | Waypoint 2 | 2.18 |
| Story Event 3 | 2.20 | Waypoint 3 | 2.5 |

ACT I – QUEST III

The Evil That Men Do

INTRODUCTION

Jack Crow has vanished, and the champion of the Shadow Guild, defeated, explains to the heroes how to enter the Guild itself...

“The entrance to the Guild,” he says, “is in the basement of a building down in the town; yet, you cannot simply walk in through the main door. To enter the Guild, you must reach two levers in the underground tunnels (Waypoint 1 and Waypoint 2). Be careful, because the underground tunnels are heavy-patrolled! The first lever will open a false wall to give you entrance to the city. The second lever will allow you to open the magic Guild door - but somebody must pull it at the same time as the Guild door is opened, using a special key. So you will have to split in two groups and you must try this foolish attempt before the night falls, otherwise you will find the guild at full activity...” See Paragraph §3.5

Standalone Quest Values

Soul Points: 3xHero

Crowns: 75

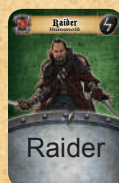
Treasures: 3

Soul Weapons: 0

Enemy Deck



2



2



1



1

In Play

Event Deck



Special Locations

Place Story Event 1 , Story Event 2 and Story Event 3 as indicated on the map.

Special Quest Rules

Blue Orc Warrior: When the **Blue** Orc Warrior dies, remove it from the Quest.

Day (Event 4): No additional effects.

Night (Event 5): No additional effects.

Quest Fail: The quest fails if the last Event card is resolved OR all heroes are Ghost Souls, see Paragraph §3.31.

Quest Setup

Map Tiles: 1A, 4A, 5A, 8A, 9B, 10B, 11A, 12B, 13A, 15A, 16A, 17B, 18B, 19B.

Wall Tiles: 5A-11A, 4A-12B, Inside 4A



Tokens



1x Open
Spawn Gate



1x Closed
Spawn Gate



2x Search
Area



1x Chest



3x Normal
Door



1x Locked
Door



1x Magic
Lock



5x Shadow



4x Shadow



1x Open
Shrine



1x Closed
Shrine



5x Waypoint (1,2,3,4,5)



3x Story Event (1,2,3)

Shadow Reserve

| Heroes | Enemy | 2 Enemies | Champion |
|--------|-------|-----------|----------|
| 2-3 | 3 | 1 | 2 |
| 4-5 | 5 | 1 | 4 |

Book of Secrets

| Story Events | \$ | Waypoints | \$ |
|---------------|------|------------|------|
| Story Event 1 | 3.9 | Waypoint 1 | 3.6 |
| Story Event 2 | 3.14 | Waypoint 2 | 3.8 |
| Story Event 3 | 3.23 | Waypoint 3 | 3.15 |
| | | Waypoint 4 | 3.21 |
| | | Waypoint 5 | 3.22 |

ACT I – QUEST IV

Let's Hunt Some Orcs!

INTRODUCTION

Once they have concluded their meeting with Captain Ann and her guards after the fight against the Shadow Guild, the Heroes decide to search for new clues in the orcish territories southeast of Twin Wyrms; the ever-increasing number of greenskins in the wilds surrounding the city and the last orcish word uttered by Jack Crow only add to the evidence of orcish involvement. Captain Ann decides to depart with the Heroes the following morning, so the party can spend the rest of the day looking for more information about the orcs. See Paragraph §4.1.

Standalone Quest Values

Soul Points: 6xHero

Crowns: 125

Treasures: 4

Soul Weapons: 0

Enemy Deck



1



1



1



1



1

Event Deck



Special Locations

Place Story Event 3 as indicated on the map.

Special Quest Rules

Day (Event 4): When it enters play, all heroes heal 1 HP.

Night (Event 5): No additional effects.

Quest Fail: The quest fails if the last Event card is resolved OR all heroes are Ghost Souls, see Paragraph §4.28.

Quest Setup

Map Tiles: 2B, 7B, 8B, 9A, 10A, 11B, 12A, 13B, 14B, 19A.



Tokens



1x Open
Spawn Gate



1x Closed
Spawn Gate



1x Closed
Spawn Gate



1x Closed
Spawn Gate



4x Search
Area



4x Shadow



2x Shadow



1x Open
Shrine



1x Closed
Shrine



1x Waypoint (1)



1x Story Event (3)

Shadow Reserve

| H e r o e s | | | | |
|----------------------------|---------|-------|-----------|----------|
| | Citizen | Enemy | 2 Enemies | Champion |
| 2-3 | 1 | 2 | 1 | 1 |
| 4-5 | 1 | 3 | 2 | 1 |

Book of Secrets

| Story Events | \$ | Waypoints | \$ |
|---------------|------|------------|------|
| Story Event 1 | 4.14 | Waypoint 1 | 4.13 |
| Story Event 2 | 4.16 | Waypoint 2 | 4.18 |
| Story Event 3 | 4.17 | Waypoint X | 4.26 |

ACT I - QUEST V

Master Of Puppets

INTRODUCTION

Black oaks and twisted branches accompany the heroes through the dark forest as they search for the orc fortress. Twilight makes the tracks less and less discernable, forcing the party to hasten the march, constantly led by the footprints on the ground... (Story Event 1).

Standalone Quest Values

Soul Points: 7xHero

Crowns: 200

Treasures: 6

Soul Weapons: 0

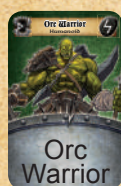
Enemy Deck



1



1



2



1



1



2

Event Deck



Special Locations

Place Story Event 1 , Story Event 2 and Story Event 3 as indicated on the map.

Special Quest Rules

Emporium (Campaign only): Heroes cannot visit the Emporium before this Quest.

Day (Event 4): When it enters play, all heroes heal 1 **HP** and remove 1 **Body Condition**.

Night (Event 5): During the Night, at the end of each Event Phase, discard the revealed top Event card, if any.

Quest Shadow: If the Quest Shadow is revealed, go to §5.20.

Quest Enemy Shadow: If the Quest Enemy Shadow is revealed, go to §5.21.

Quest Fail: The quest fails if the last Event card is discarded OR all heroes are Ghost Souls, see Paragraph §5.26.

Quest Setup

Map Tiles: 5B, 6B, 7B, 8B, 9A, 10A, 11B, 12A, 13B, 14B, 16B, 17A, 18A, 19A.

Wall Tile: 9A-10A



Tokens



1x Open
Spawn Gate



1x Open
Spawn Gate



1x Closed
Spawn Gate



1x Closed
Spawn Gate



2x Search
Area



4x Shadow



2x Shadow



1x Open
Shrine



1x Waypoint (1)



3x Story Event (1,2,3)

Shadow Reserve

| Heroes | | | | |
|--------|-------|----------|-------------|-------|
| | Enemy | Champion | Quest Enemy | Quest |
| 2-3 | 1 | 1 | 1 | 1 |
| 4-5 | 2 | 2 | 1 | 1 |

Book of Secrets

| Story Events | \$ | Waypoints | \$ |
|---------------|------|------------|------|
| Story Event 1 | 5.3 | Waypoint 1 | 5.1 |
| Story Event 2 | 5.8 | Waypoint 2 | 5.13 |
| Story Event 3 | 5.18 | Waypoint 3 | 5.14 |
| | | Waypoint 4 | 5.17 |
| | | Waypoint 5 | 5.19 |

Special Shadows

| | | | |
|-------|--------|-------------|--------|
| Quest | \$5.20 | Quest Enemy | \$5.21 |
|-------|--------|-------------|--------|

ACT I – QUEST VI

Under Siege!

INTRODUCTION

Although the night is dark, the heroes and the soldiers of Twin Wyrms can easily watch from the wall as the Orcish army advances: bloodthirsty creatures march, yelling their battle chants, made even bolder by the homicidal madness of their king. Captain Ann checks her armor, and then speaks to the party. *"Your actions helped this city more than anything else, and I will be eternally grateful to you, no matter what spell binds you here. The orcs will attack shortly and Count Dalv will soon send his battle orders. Until the tower signal is heard, consider the city resources at your disposal. You certainly don't need me to tell you how to prepare for battle. May the Three Gods keep watch upon us all."*

Standalone Quest Values

Soul Points: 13xHero

Crowns: 250

Treasures: 7

Soul Weapons: 0

Enemy Deck



2



2



1



1



1



1*



1*

* Add this enemy into the Enemy deck **only** if there are more than 3 heroes.

Event Deck



Special Locations

None.

Special Quest Rules

Enemy Powers Deck: During the Quest setup, remove the **“Follower”**, **“Regeneration”** and **“Swiftness”** Enemy Power cards from the deck.

Enemy Discard Pile: When the Enemy deck is empty, do not shuffle the enemy discard pile. Unless resurrected, each enemy can spawn only once in this Quest.

☀ **Day (Event 4):** When it enters play, all heroes heal 1 **HP** and remove 1 **Body Condition**.

🌙 **Night (Event 5):** During the Night apply the following:

- ♦ At the end of each Event Phase, discard the revealed top Event card, if any.
- ♦ Each attack performed against any Gremlin enemy causes -1 🧠.

Quest Fail: The quest fails if the last Event card is discarded **OR** all heroes are Ghost Souls, see Paragraph §6.19.

Quest Setup

Map Tiles: 1A, 2A, 3A, 4B, 8A, 14A, 15A, 16A, 17A, 18B, 19A.



Tokens



1x Open
Spawn Gate



1x Open
Spawn Gate



1x Open
Spawn Gate



1x Closed
Spawn Gate



3x Search
Area



3x Chest



1x Locked
Door



1x Magic
Lock



0x Shadow



0x Shadow



1x Open
Shrine



2x Waypoint (1,2)

Shadow Reserve

Empty

Book of Secrets

| Story Events | \$ | Waypoints | \$ |
|---------------|------|------------|-----|
| Story Event 1 | 6.5 | Waypoint 1 | 6.1 |
| Story Event 2 | 6.11 | Waypoint 2 | 6.2 |
| Story Event 3 | 6.12 | Waypoint 3 | 6.8 |
| | | Waypoint X | 6.7 |

ACT I - QUEST VII

The Fang's Right!

INTRODUCTION

The orc shaman halts the party near the orc fortress. Drawing blood from his own hand with a black-bladed knife, he lets it drip into a small bowl, mixing it with strange components. *"Ogrim is my name,"* he says, *"and in you I place my faith to avert a war between my people and yours. The spell I am casting will make you appear as orcs, and since the other shamans are blinded by the King's fury, no one will see through your disguise. Whatever happens, let me do the talking, and do not draw your weapons unless I command."* From the ground, black eldritch tendrils of magical energy envelop the heroes, and when the spell is completed, they appear to be a group of orcs moving toward their camp!

Standalone Quest Values

Soul Points: 13xHero

Crowns: 250

Treasures: 7

Soul Weapons: 0

Enemy Deck



1

Event Deck



Special Locations

Place Story Event 1 as indicated on the map.

Special Quest Rules

Enemy Power deck: During the Quest setup, remove the **"Follower"**, **"Regeneration"** and **"Swiftness"** cards from the deck.

Enemy Discard Pile: When the Enemy deck is empty, do not shuffle the enemy discard pile. Unless resurrected, each enemy can spawn only once in this Quest.

Event Deck: Ignore the spawn effect of all Event cards.

Day (Event 4): No additional effects.

Night (Event 5): No additional effects.

Quest Fail: The quest fails if the last Event card is discarded OR all heroes are Ghost Souls, see Paragraph §7.11.

Quest Setup

Map Tiles: 1B, 3B, 9A, 10A, 11A, 12A, 16B, 17B.



Tokens

1x Open Spawn Gate

1x Search Area

2x Chest

1x Locked Door

1x Magic Lock

0x Shadow

0x Shadow

1x Open Shrine

3x Waypoint (1,2,3)

1x Story Event (1)

Shadow Reserve

Empty

| Book of Secrets | | | |
|-----------------|-----|------------|-----|
| Story Events | \$ | Waypoints | \$ |
| Story Event 1 | 7.3 | Waypoint 1 | 7.1 |
| Story Event 2 | 7.8 | Waypoint 2 | 7.2 |
| | | Waypoint 3 | 7.9 |



And, last but not least, we wish to thank each of our Immortal Backers, who helped us to create and shape the world of Sword & Sorcery®!

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